

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A gaming machine comprising:

a plurality of stations, each of the stations, at which a player plays a game, ~~being~~
~~provided with~~comprising:

an identifier, unique to each of the stations; and

a receiver, which receives personal information from the player;

a first storage, which stores ~~the personal information of players and, if the player is~~
playing the game, which associates~~while associating with~~ the identifier of the station at which
the player is playing the game with the personal information, with respect to each of the stations;

a second storage, which stores a first play record of the player ~~while associating~~and
which associates the first play record with the personal information, with respect to each of the
stations;

a judge, which judges whether there exists a second play record which satisfies a first
prize requirement among the first play records stored in the second storage;

a first specifier, which specifies a player who satisfies the first prize requirement based
on the personal information associated with the second play record, ~~in a case where there exists~~

~~if the second play record exists, with reference to the personal information associated with the second play record;~~

a second specifier, which specifies a station at which the player specified by the first specifier ~~plays~~ is playing the game, ~~with reference to~~ based on the identifier associated with the personal information ~~referred~~ specified by the first specifier; and

a condition arranger, which changes a condition of the game performed at the station specified by the second specifier so as to be more advantageous to the player specified by the first specifier, and which maintains the changed condition until a cancel condition is satisfied.

2. (original): The gaming machine as set forth in claim 1, wherein the first prize requirement is arranged in each of a plurality of classes.

3. (previously presented): The gaming machine as set forth in claim 2, wherein the first prize requirement in a higher class is more difficult to be satisfied than the first prize requirement in a lower class.

4. (original): The gaming machine as set forth in claim 1, wherein:
a first amount of a gaming value is inputted by each player to execute the game, and a second amount of the gaming value is outputted to each player as a result of the game; and

a ratio of the total of the second amount to a total of the first amount converges on 100% or less.

5. (original): The gaming machine as set forth in claim 4, further comprising:

an accumulator, which accumulates a third amount of the gaming value which is a predetermined ratio of the first amount; and

a bonus presenter, which outputs all the gaming value accumulated in the accumulator is outputted to a station associated with a player who satisfies a second prize requirement.

6. (original): The gaming machine as set forth in claim 4, wherein:

the game is a racing game in which a plurality of racing members perform a racing;

the player bets the first amount of the gaming value with respect to at least one of the racing members;

the player obtains the second amount of the gaming value in accordance with the result of the game and odds; and

the condition of the game includes at least the odds.

7. (currently amended): A gaming system, comprising a master machine and a plurality of gaming machines, connected with each other via a network, wherein each of the gaming machines comprises:

a plurality of stations, each of the stations, at which a player plays a game, ~~being provided with~~comprises:

an identifier, unique to each of the stations; and

a receiver, which receives personal information from the player;

a first storage, which stores ~~the personal information of players, and if the player is playing the game, which associates while associating with the identifier of the station at which the player is playing the game with the personal information,~~ with respect to each of the stations;

a second storage, which stores a first play record of the player ~~while associating and which associates the first play record~~ with the personal information, with respect to each of the stations;

a judge, which judges whether there exists a second play record which satisfies a first prize requirement among the first play records stored in the second storage;

a first specifier, which specifies a player who satisfies the first prize requirement based on the personal information associated with the second play record, ~~in a case where there exists if the second play record exists, with reference to the personal information associated with the second play record;~~

a second specifier, which specifies a station at which the player specified by the first specifier ~~plays~~ is playing the game, with reference to based on the identifier associated with the personal information ~~referred~~ specified by the first specifier; and

a condition arranger, which changes a condition of the game performed at the station specified by the second specifier so as to be more advantageous to the player specified by the first specifier, and which maintains the changed condition until a cancel condition is satisfied,

wherein the master machine manages ~~at least the~~ personal information in ~~each of the~~ plurality of gaming machines.

8. (original): The gaming system as set forth in claim 7, wherein one of the gaming machines serves as the master machine.

9. (original): The gaming system as set forth in claim 7, wherein:

a first amount of a gaming is inputted by each player to execute the game, and a second amount of the gaming value is outputted to each player as a result of the game; and

the master machine manages the second amount of the gaming value in each of the gaming machines, such that a ratio of a total of the second amount to a total of the first amount converges on 100% or less, for each of the gaming machines.

10. (new): The gaming machine as set forth in claim 1, wherein the condition of the game comprises at least one of a percentage of credits paid out by the game if the first prize requirement is satisfied by the player specified by the first specifier and a maximum wager amount of the game available to the player specified by the first specifier.

11. (new): The gaming machine as set forth in claim 1, wherein the first play record comprises at least one of a number of credits wagered by the player in a previous round of wagering on the game, a number of credits won by the player in the previous round of wagering on the game, a total number of credits wagered by the player, and a total number of credits won by the player.